

positions;

Providing wager placement positions corresponding with each dealer hand position;

Crediting the player for a wager placed in each wager position;

Dealing a separate pair of cards ~~to the player~~ for each player hand position to create a player hand at each player hand position;

Dealing a pair of cards to each of the dealers, each of the dealers receiving one card face up;

Dealing cards to ~~the player~~ at each player hand position at the request of the player to create a player hold hand at each player hand position;

Dealing cards to each dealer based on the dealer hold criteria to create a dealer hold hand for each dealer;

Then comparing, based on the rules of Blackjack, the single player hold hand at each player hand position to each dealer hold hand to determine if the player hold hand at each player hand position wins over any of the dealer hold hands and crediting the single player for each dealer hold hand that is beat by the player hold hand and crediting the casino for each dealer hold hand that is not beat by a player hold hand, so that the single player carries out multiple games of blackjack based on the player hold hand at each player hand position.

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2. (Original) A method according to claim 1 and further comprising:

Providing a display screen at a gaming location and displaying the dealer hand positions and the player hand position on the display screen.

3. (Original) A method according to claim 2 and further comprising providing a processor at a remote location, the processor at a remote location being connected to the display screen by a network, and processing the dealer hold criteria with the use of the processor.

4. (Original) A method according to claim 2 and further comprising creating more than one player hands, and wherein the step of dealing cards to the player hand at the request of the player is carried out for each player hand at the request of the player.

5. (Original) A method according to claim 2 wherein the cards are randomly selected from at least one electronic card deck containing all of the cards not on display on the display screen.

6. (Original) A method according to claim 3 and further comprising providing a memory and storing a bonus hand identity, using the processor for comparing a winning player hand with the bonus hand and paying the player a bonus amount when the winning

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player hand is the same as the bonus hand.

7. (Presently Amended) An electronic gaming method to be displayed on a display screen, the gaming method based on a Blackjack card game played according to a set of rules of Blackjack, the gaming method being played on a gaming terminal having a display screen, a memory, and a processor, the method using a dealer hold criteria and allowing a single player at a location to play blackjack against several dealers from a casino, the gaming method comprising:

Providing a number of independent dealer hand positions, the number of independent dealer hand positions being selected by the single player and comprising at least two independent dealer hand positions displayed on the display screen;

Providing a single player position displayed on the display screen, the single player position having a player selected number of at least ~~one~~ two player hand positions;

Providing wager placement positions displayed on the display screen, the wager placement positions corresponding to each dealer hand position and each player hand position;

Crediting the player for a wager placed in each wager position;

Dealing a pair of cards to the player ~~at~~ for each player hand position at each player hand position;

Electronically dealing a pair of cards to each of the dealers, each of the dealers receiving one card face up; and

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Electronically dealing cards to each of the player hand positions at the request of the player to create a set of player hold hands; and then Dealing cards to each dealer based on the dealer hold criteria to create a dealer hold hand for each dealer; Then comparing, based on the rules of Blackjack, each of the player hold hand to each dealer hold hand to determine if the player hold hand wins over any of the dealer hold hands and crediting the single player for each dealer hold hand that is beat by the player hold hand and crediting the casino for each dealer hold hand that is not beat by a player hold hand, so that the single player carries out multiple games of blackjack based on the player hold hand.

8. (Original) A method according to claim 7 and further comprising providing a memory and a processor at a remote location, the processor at a remote location being connected to the display screen by a network, and processing the dealer hold criteria with the use of the processor and the memory.

9. (Original) A method according to claim 8 and further comprising creating more than one player hands, and wherein the step of dealing cards to the player hand at the request of the player is carried out for each player hand at the request of the player.

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10. (Original) A method according to claim 9 wherein the cards are randomly selected from at least one electronic card deck containing all of the cards not on display on the display screen.

11. (Original) A method according to claim 10 and further comprising storing a bonus hand identity, using the processor for comparing a winning player hand with the bonus hand and paying the player a bonus amount when the winning player hand is the same as the bonus hand.

12. (Presently Amended) An electronic gaming system based on a Blackjack card game played according to a set of rules of Blackjack, the gaming system using a dealer hold criteria and allowing a single player at a location to play blackjack against several dealers from a casino, the gaming system comprising:
A gaming station having a display screen, a memory, and a processor, the screen of the gaming station displaying:

User selectable quantity of dealer hand positions, the quantity of dealer hand positions being at least two dealer hand positions;

~~a single at least two~~ player hand position positions; and
wager placement positions corresponding with each dealer hand position and each player hand position;

the system being programmed for:

crediting the player for a wager placed in each wager position;

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Dealing a separate pair of cards to each of the player hand position;

Dealing a pair of cards to each of the dealers, each of the dealers receiving one card face up; and

Dealing cards to the player at the request of the player at each player hand position to create a player hold hand;

Dealing cards to each dealer based on the dealer hold criteria to create a dealer hold hand for each dealer;

Then comparing, based on the rules of Blackjack, the player hold hand to each dealer hold hand to determine if the player hold hand wins over any of the dealer hold hands and crediting the single player for each dealer hold hand that is beat by the player hold hand and crediting the casino for each dealer hold hand that is not beat by a player hold hand, so that the single player carries out multiple games of blackjack based on the player hold hand.

13. (Previously Amended) A system according to claim 12 wherein the processor has been programmed for carrying out the dealer hold criteria with the use of the processor.

14.. (Original) A system according to claim 13 and further comprising more than one player hands, and wherein the step of dealing cards to the player hand at the request of the player is carried out for each player hand at the request of the player.

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15. (Original) A system according to claim 12 wherein the cards are randomly selected from at least one electronic card deck containing all of the cards not on display on the display screen.

16. (Original) A system according to claim 13 and further comprising a bonus hand identity, and using the processor for comparing a winning player hand with the bonus hand, so that a player is paid a bonus amount when the winning player hand is the same as the bonus hand.

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